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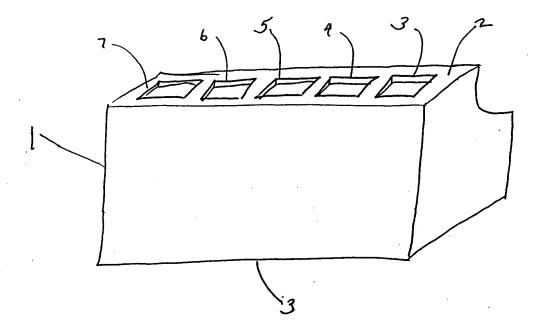
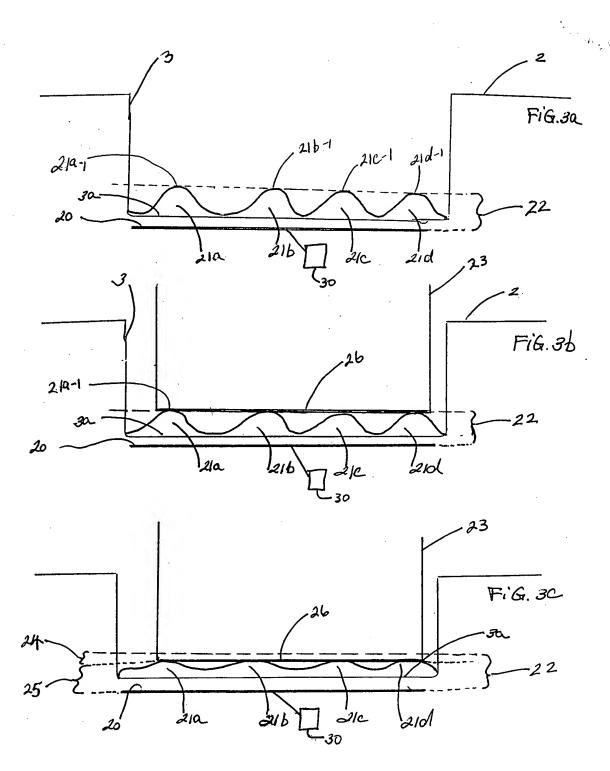


Fig. 2

3.



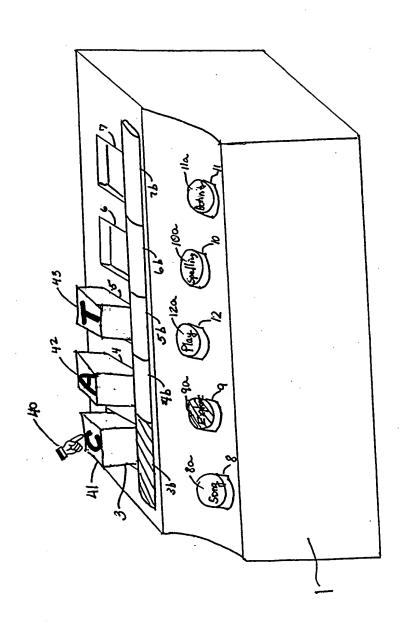


Fig. 40

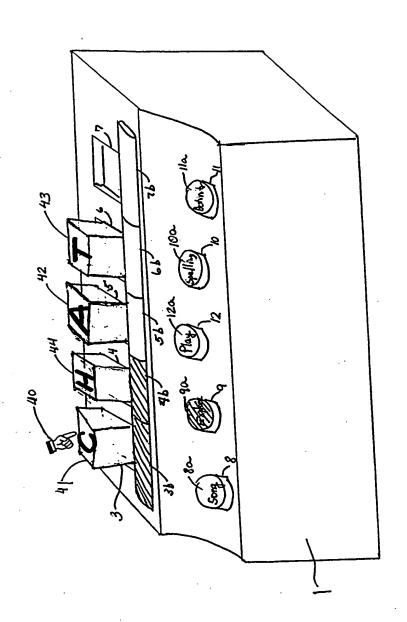
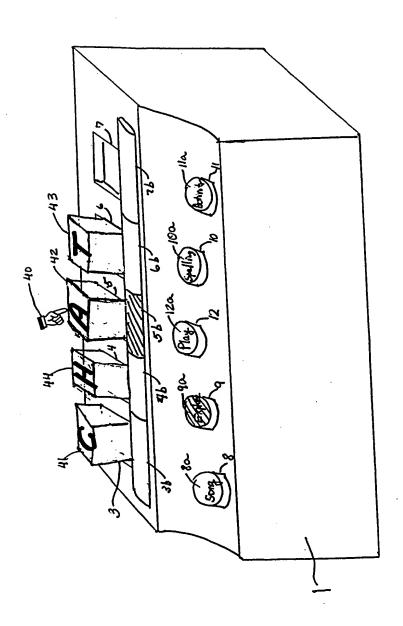
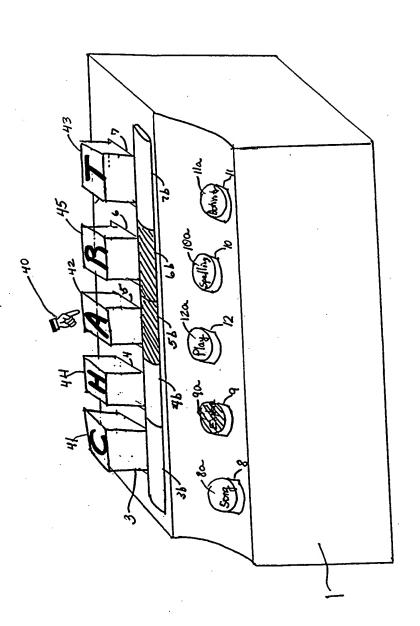


FIG. 46



F1G1.4C



F.G. 40

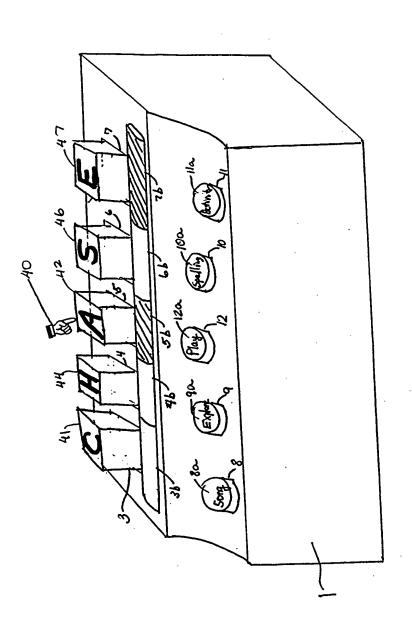


FiG. 46

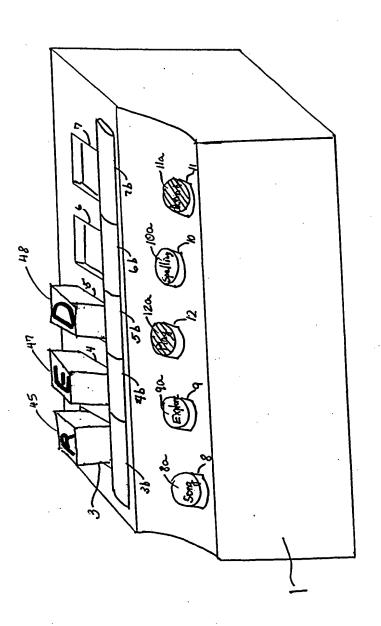


Fig. 5

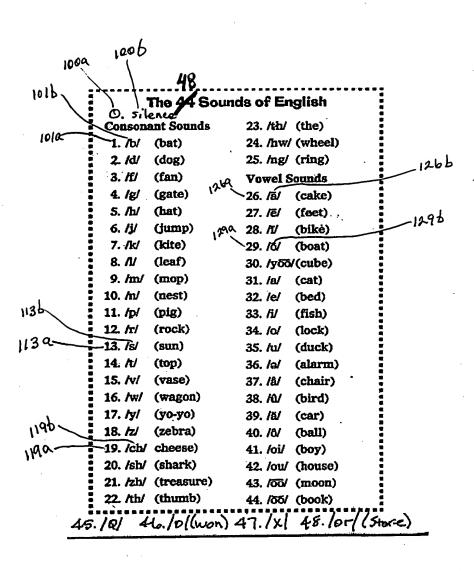


Fig. 6

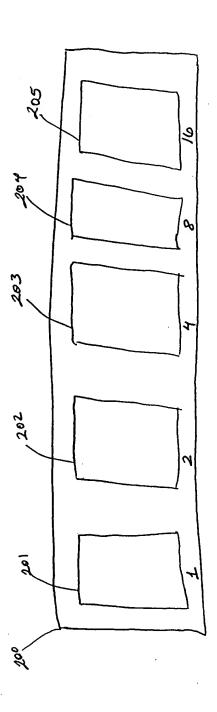


Fig. 7a

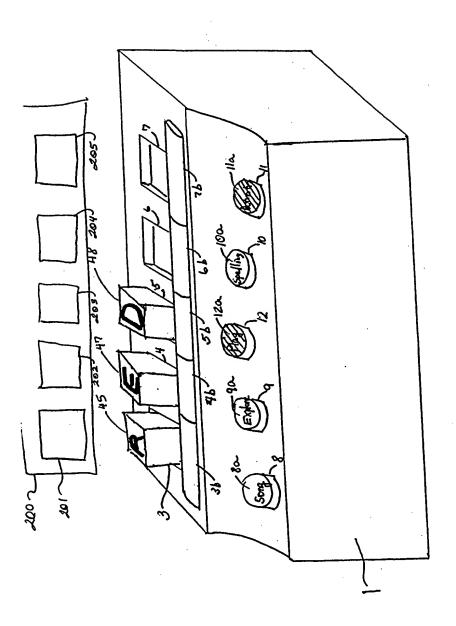


Fig. 76

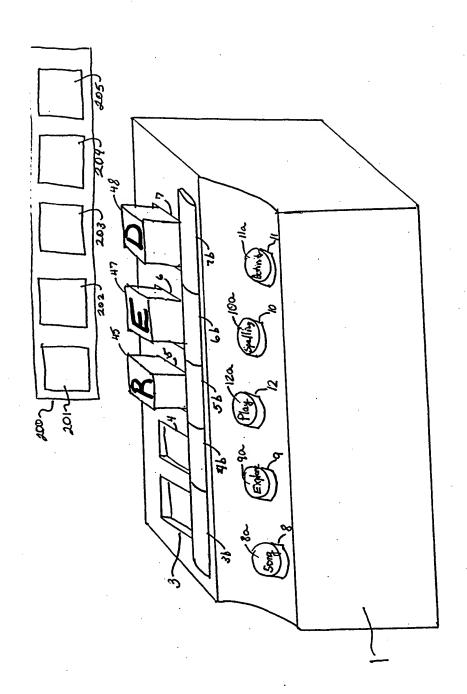


FIG. 7C

```
1. /worddict 2048 dict dup begin
              2. /a [ "a" [ "26" ] [ "01" ] true] def
                   /i [ "i" [ "28" ] [ "01" ] true ] def
                   /am [ "am" [ "31" "9" ] [ "01" "02" ] true ] def
              5. /an ["an" ["31" "10" ] ["01" "02" ] true ] def
                   /as [ "as" [ "31" "18" ] [ "01" "02" ] true ] def
/at [ "at" [ "31" "14" ] [ "01" "02" ] true ] def
              8. /be [ "be" [ "1" "27" ] [ "01" "02" ] true ] def
              9. /by ["by" [ "1" "28" ] [ "01" "02" ] true ] def
10. /do [ "do" [ "2" "43" ] [ "01" "02" ] true ] def
              11. /go [ "go" [ "4" "29" ] [ "01" "02" ] true ] def
              12. /he [ "he" [ "5" "27" ] [ "01" "02" ] true ] def
              13. /if["if"["33" "3"]["01" "02"] true] def
14. /in["in"["33" "10"]["01" "02"] true] def
              15. /is [ "is" [ "33" "18" ] [ "01" "02" ] true ] def
               16. /it [ "it" [ "33" "14" ] [ "01" "02" ] true ] def
              17. /me ["me" [ "9" "27" ] [ "01" "02" ] true ] def
18. /my [ "my" [ "9" "28" ] [ "01" "02" ] true ] def
              19. /no ["know" [ "10" "29" ] [ "01" "02" ] true ] def
              20. /of [ "of" [ "36" "15" ] [ "01" "02" ] true ] def
              21. /on [ "on" [ "34" "10" ] [ "01" "02" ] true ] def
              22. /or [ "or" [ "29" "12" ] [ "01" "02" ] true ] def
              23. /ox [ "ox" [ "34" "47" ] [ "01" "02" ] true ] def
              24. /so [ "sew" [ "13" "29" ] [ "01" "02" ] false ] def
              25. /to [ "to" [ "14" "43" ] [ "01" "02" ] true ] def
302
              26. /up ["up" [ "35" "11" ] [ "01" "02" ] true ] def
              27. /us [ "us" [ "35" "13" ] [ "01" "02" ] true ] def
              28. /we [ "we" [ "16" "27" ] [ "01" "02" ] true ] def
                          30.3
["ace" [ "26" "13" "0"] [ "05" "02" "05" ] true ] def
              29. /ace
              30. /act ["act" ["31" "7" "14"] ["01" "02" "04"] true ] def
                                                                                                            309
                          ["age" ["26" "6" "0"] ["05" "02" "05"] true ] def
["ago" ["36" "4" "29"] ["01" "02" "04"] true ] def
              31. /age
              32. /ago
              33. /air ["air" ["37" "37" "12" ] [ "03" "03" "04" ] true ] def
              34. /all ["all" ["40" "8" "8"] ["01" "02" "04"] true] def
              35. /and ["and" ["31" "10" "2"] ["01" "02" "04"] true ] def
36. /ant ["ant" ["31" "10" "14"] ["01" "02" "04"] true ] def
                           ["any" ["32" "10" "27" ] ["01" "02" "04" ] true ] def
              37. /any
                           ["ape" ["26" "11" "0"] ["05" "02" "05"] true ] def
              38. /ape
              39. /are ["are" ["39" "12" "0"] ["03" "03" "04"] true ] def
              40. /arm ["arm" ["39" "12" "9"] ["03" "03" "04"] true ] def
               41. /art ["art" ["39" "12" "14"] ["03" "03" "04"] true ] def
              42. /ask ["ask" ["31" "13" "7"] ["01" "02" "04"] true ] def
43. /ate ["ate" ["26" "14" "0"] ["05" "02" "05"] true ] def
               44. /bad ["bad" ["1" "31" "2"] ["01" "02" "04"] true ] def
               45. /bag ["bag" ["1" "31" "4"] ["01" "02" "04"] true ] def
               46. /bar ["bar" ["1" "39" "12" ] ["01" "02" "04" ] true ] def
```

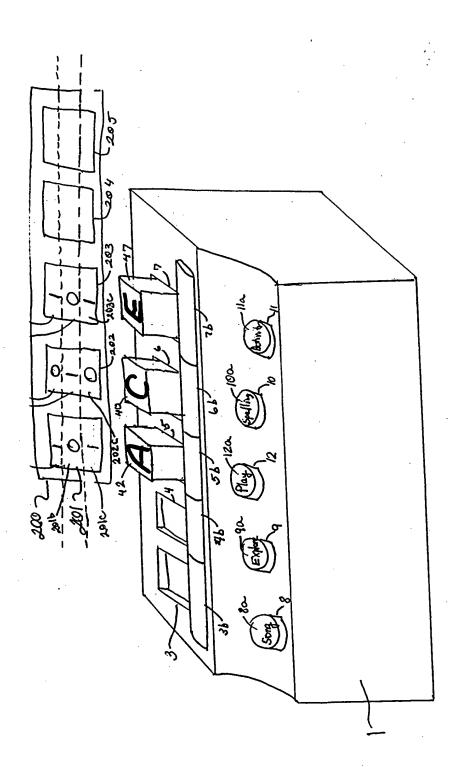
FiG. 8a

["bat" ["1" "31" "14"] ["01" "02" "04"] true] def 47. /bat ["bed" ["1" "32" "2"] ["01" "02" "04"] true] def 48. /bcd "bee" ["1" "27" "27"] ["01" "06" "06"] true] def 49. /bee ["bet" ["1" "32" "14"] ["01" "02" "04"] true] def 50. /bet ["big" ["1" "33" "4"] ["01" "02" "04"] true] def 51. /big ["bit" ["1" "33" "14"]["01" "02" "04"] true] def 52. /bit ["bow" ["1" "29" "29"] ["01" "06" "06"] true] def 53. /bow ["box"["1" "34" "47"]["01" "02" "04"] true] def 54. /box "boy" ["1" "41" "41"] ["01" "06" "06"] true] def "bud" ["1" "35" "2"] ["01" "02" "04"] true] def 55. /boy 56. /bud ["bug" ["1" "35" "4"] ["01" "02" "04"] true] def 57. /bug ["bun" ["1" "35" "10"] ["01" "02" "04"] true] def 58. /bun ["bus" ["1" "35" "13"] ["01" "02" "04"] true] def 59. /bus ["but" ["1" "35" "14"] ["01" "02" "04"] true] def 60. /but "by" ["1" "28" "28"] ["01" "06" "06"] true] def 61. /buy ["by" ["1" "28" "0"] ["01" "06" "06"] true] def ["cab" ["7" "31" "1"] ["01" "02" "04"] true] def 62. /bye 63. /cab ["can" ["7" "31" "10"] ["01" "02" "04"] true] def 64. /can ["cap"["7" "31" "11"]["01" "02" "04"] true] def 65. /cap ["car" ["7" "39" "12"] ["01" "02" "04"] true] def 66. /car ["cat" ["7" "31" "14"] ["01" "02" "04"] true] def 67. /cat ["cop" ["7" "34" "11"] ["01" "02" "04"] true] def 68. /cop ["cow" ["7" "42" "42"] ["01" "06" "06"] true] def 69. /cow ["cry" ["7" "12" "28"] ["01" "02" "04"] true] def ["cup" ["7" "36" "11"] ["01" "02" "04"] true] def 70. /cry 71. /cup ["cut" ["7" "36" "14"] ["01" "02" "04"] true] def 72. /cut ["dad" ["2" "31" "2"] ["01" "02" "04"] true] def 73. /dad "day" ["2" "26" "26"] ["01" "06" "06"] true] def "den" ["2" "32" "10"] ["01" "02" "04"] true] def 74. /day 75. /den "did" ["2" "33" "2"] ["01" "02" "04"] true] def 76. /did "dig" ["2" "33" "4"] ["01" "02" "04"] true] def 77. /dig ["dog" ["2" "40" "4"] ["01" "02" "04"] true] def ["dot" ["2" "34" "14"] ["01" "02" "04"] true] def 78. /dog 79. /dot ["dry" ["2" "12" "28"] ["01" "02" "04"] true] def 80. /dry "ear" ["27" "27" "12"] ["03" "03" "04"] true] def 81. /ear ["eat" ["27" "27" "14"] ["03" "03" "04"] true] def 82. /eat "egg" ["32" "4" "4"] ["01" "06" "06"] true] def 83. /egg "end" ["32" "10" "2"] ["01" "02" "04"] true] def 84. /end ["eye" ["28" "28" "0"] ["04" "05" "07"] true] def 85. /eye ["fan" ["3" "31" "10"] ["01" "02" "04"] true] def 86. /fan ["far" ["3" "39" "12"] ["01" "02" "04"] true] def 87. /far ["fat" ["3" "31" "14"] ["01" "02" "04"] true] def 88. /fat ["fed" ["3" "32" "2"] ["01" "02" "04"] true] def ["few" ["3" "30" "30"] ["01" "06" "06"] true] def 89. /fed 90. /few 91. /fit ["fit" ["3" "33" "14"] ["01" "02" "04"] true] def 92. /fix ["fix" ["3" "33" "47"] ["01" "02" "04"] true] def ["fly" ["3" "8" "28"] ["01" "02" "04"] true] def ["for" ["3" "29" "12"] ["01" "02" "04"] true] def 93. /fly 94. /for ["fox"["3" "34" "47"]["01" "02" "04"] true] def 95. /fox ["fty" ["3" "12" "28"] ["01" "02" "04"] true] def ["fun" ["3" "36" "10"] ["01" "02" "04"] true] def 96. /fry 98. /fur ["fur" ["3" "38" "12"] ["01" "02" "04"] true] def ["gap" ["4" "31" "11"] ["01" "02" "04"] true] def 100./get ["get" ["4" "32" "14"] ["01" "02" "04"] true] def

101./gnu ["gnu" ["0" "10" "43"] ["03" "02" "04"] true] def ["got" ["4" "34" "14"] ["01" "02" "04"] true] def 102./got ["gum" ["4" "35" "9"] ["01" "02" "04"] true] def 103./gum ["guy" ["4" "28" "28"] ["01" "06" "06"] true] def ["had" ["5" "31" "2"] ["01" "02" "04"] true] def 104./guy ["ham" ["5" "31" "9"] ["01" "02" "04"] true] def 106./ham ["has" ["5" "31" "18"] ["01" "02" "04"] true] def 108./hat ["hat" ["5" "31" "14"] ["01" "02" "04"] true] def ["hay" ["5" "26" "26"] ["01" "06" "06"] true] def 109./hay ["hen" ["5" "32" "10"] ["01" "02" "04"] true] def 110./hen ["her" ["5" "38" "12"] ["01" "02" "04"] true] def 111./her ["hay" ["5" "26" "26"] ["01" "06" "06"] false] def 112./hey ["hid" ["5" "33" "2"] ["01" "02" "04"] true] def 113./hid ["him" ["5" "33" "9"] ["01" "02" "04"] true] def 114./him 115./hip ["hip" ["5" "33" "11"] ["01" "02" "04"] true] def 116./his ["his" ["5" "33" "18"] ["01" "02" "04"] true] def ["hit" ["5" "33" "14"] ["01" "02" "04"] true] def 117./hit ["hog" ["5" "34" "4"] ["01" "02" "04"] true] def 118./hog ["hop" ["5" "34" "11"] ["01" "02" "04"] true] def ["hot" ["5" "34" "14"] ["01" "02" "04"] true] def 119./hop 120./hot ["how" ["5" "42" "42"] ["01" "06" "06"] true] def 121./how ["hug" ["5" "35" "4"] ["01" "02" "04"] true] def ["hum" ["5" "35" "9"] ["01" "02" "04"] true] def ["hut" ["5" "35" "14"] ["01" "02" "04"] true] def 123./hum 124./hut ["ice" ["28" "13" "0"] ["05" "02" "05"] true] def 125./ice 126./ink ["ink" ["33" "10" "7"] ["01" "02" "04"] true] def 127.fjam ["jam" ["6" "31" " 9"] ["01" "02" "04"] true] def 128./jar ["jar" ["6" "39" "12"] ["01" "06" "04"] true] def ["jaw" ["6" "40" "40"] ["01" "05" "04"] true] def 129./jaw 130./jet ["jet" ["6" "32" "14"] ["01" "02" "04"] true] def ["job" ["6" "40" "1"] ["01" "02" "04"] true] def. 131./job ["jog" ["6" "40" "4"] ["01" "02" "04"] true] def 132./jog. ["joy" ["6" "41" "41"] ["01" "06" "06"] true] def 133./joy ["jug" ["6" "35" "4"] ["01" "02" "04] true] def 134./jug ["key" ["7" "27" "27"] ["01" "06" "06"] true] def 135./key ["kid" ["7" "33" "2"] ["01" "02" "04"] true] def 136./kid 137./kit ["kit" ["7" "33" "14"] ["01" "02" "04"] true] def ["lab" ["8" "31" "1"] ["01" "02" "04"] true] def ["lay" ["8" "26" "26"] ["01" "06" "06"] true] def 138./lab 139./lay ["leg" ["8" "32" "4"] ["01" "02" "04"] true] def 140./leg ["let" ["8" "32" "14"] ["01" "02" "04"] true] def 141./let ["lid" ["8" "33" "2"] ["01" "02" "04"] true] def ["lie" ["8" "28" "0"] ["01" "06" "06"] true] def 142./lid 143./lie 144./lip ["lip" ["8" "33" "11"] ["01" "02" "04"] true] def 145./log ["log" ["8" "34" "4"] ["01" "02" "04"] true] def 146./lot ["lot" ["8" "34" "14"] ["01" "02" "04"] true] def 147./mad ["mad" ["9" "31" "2"] ["01" "02" "04"] true] def ["man" ["9" "31" "10"] ["01" "02" "04"] true] def 148./man ["map" ["9" "31" "11"] ["01" "02" "04"] true] def ["mat" ["9" "31" "14"] ["01" "02" "04"] true] def 149./map 150./mat ["may" ["9" "26" "26"] ["01" "06" "06"] true] def 151./may ["men" ["9" "32" "10"] ["01" "02" "04"] true] def 152./men ["met" ["9" "32" "14"] ["01" "02" "04"] true] def 153./met 154./mix ["mix" ["9" "33" "47"] ["01" "02" "04"] true] def

["mom" ["9" "34" "9"] ["01" "02" "04"] true] def 155./mom ["moo" ["9" "43" "43"] ["01" "06" "06"] true] def 156./moo ["mop" ["9" "34" "11"] ["01" "02" "04"] true] def 157./mop ["mud" ["9" "35" "2"] ["01" "02" "04"] true] def ["mug" ["9" "35" "4"] ["01" "02" "04"] true] def 158./mud 159./mug ["nap"["10" "31" "11"]["01" "02" "04"] true] def 160./nap 161./net ["net" ["10" "32" "14"] ["01" "02" "04"] true] def ["new" ["10" "43" "43"] ["01" "06" "06"] true] def 162./new ["nod" ["10" "34" "2"] ["01" "02" "04"] true] def 163./nod 164./not ["not" ["10" "34" "14"] ["01" "02" "04"] true] def ["now" ["10" "42" "42"] ["01" "06" "06"] true] def 165./now 166./nut ["nut" ["10" "35" "14"] ["01" "02" "04"] true] def ["off" ["34" "3" "3"] ["01" "06" "06"] true] def 167./off ["oil" ["41" "41" "8"] ["03" "03" "04"] true] def 168./oil ["old" ["29" "8" "2"] ["01" "02" "04"] true] def 169./old ["one"["16" "10" "0"]["01" "02" "04"] true] def 170./one ["our" ["42" "42" "12"] ["03" "03" "04"] true] def 171./our ["out" ["42" "42" "14"] ["03" "03" "04"] true] def 172./out 173./owl ["owl" ["42" "42" "8"] ["01" "02" "04"] true] def 174./own ["own" ["29" "29" "10"] ["01" "02" "04"] true] def ["pad" ["11" "31" "2"] ["01" "02" "04"] true] def 175./pad ["pal" ["11" "31" "8"]["01" "02" "04"] true] def 176./pal ["pan" ["11" "31" "10"] ["01" "02" "04"] true] def 177./pan ["pat" ["11" "31" "14"] ["01" "02" "04"] true] def 178./pat ["pea" ["11" "27" "27"] ["01" "06" "06"] true] def 179./pea ["pen"["11" "32" "10"]["01" "02" "04"] true] def 180./pen ["pet" ["11" "32" "14"] ["01" "02" "04"] true] def ["pie" ["11" "28" "28"] ["01" "06" "06"] true] def 181./pet 182./pic ["pig" ["11" "33" "4"] ["01" "02" "04"] true] def 183./pig ["pin" ["11" "33" "10"] ["01" "02" "04"] true] def 184./pin "pit" ["11" "33" "14"] ["01" "02" "04"] true] def 185./pit ["pop" ["11" "34" "11"] ["01" "02" "04"] true] def 186./pop 187./pot ["pot" ["11" "34" "14"] ["01" "02" "04"] true] def ["put" ["11" "36" "14"] ["01" "02" "04"] true] def 188./put ["rag"["12" "31" "8"]["01" "02" "04"] true] def 189./rag ["ram" ["12" "31" "9"] ["01" "02" "04"] true] def 190./ram 191./ran ["ran" ["12" "31" "10"] ["01" "02" "04"] true] def ["rap" ["12" "31" "11"] ["01" "02" "04"] true] def 192./rap ["rat"["12" "31" "14"]["01" "02" "04"] true] def 193./rat ["raw" ["12" "34" "34"] ["01" "06" "06"] true] def 194./raw 195./ray ["ray" ["12" "26" "26"] ["01" "06" "06"] true] def ["red" ["12" "31" "2"] ["01" "02" "04"] true] def ["rib" ["12" "33" "1"] ["01" "02" "04"] true] def 196./red 197./rib ["rid" ["12" "33" "2"] ["01" "02" "04"] true] def 198./rid ["rip" ["12" "33" "11"] ["01" "02" "04"] true] def 199./rip 200./rod ["rod"["12" "34" "2"]["01" "02" "04"] true] def 201./rot ["rot" ["12" "34" "14"] ["01" "02" "04"] true] def 202./row ["row" ["12" "29" "29"] ["01" "06" "06"] true] def 203./rub ["rub" ["12" "35" "1"] ["01" "02" "04"] true] def ["rug" ["12" "35" "4"] ["01" "02" "04"] true] def 204./rug 205./run ["run" ["12" "35" "10"] ["01" "02" "04"] true] def 206./sad ["sad" ["13" "31" "2"]["01" "02" "04"] true] def 207./sat ["sat" ["13" "31" "14"] ["01" "02" "04"] true] def 208./saw ["saw" ["13" "40" "40"] ["01" "06" "06"] true] def

FiG. 8d



下9.6

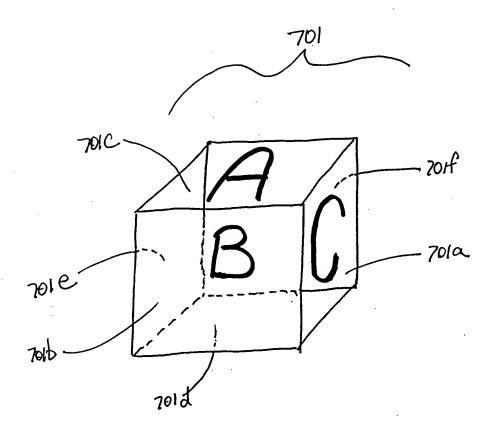


Fig. 10

Create virtual word with the letters in the block stations 400 (Pass 1) Shift through each letter of the virtual word: assign each letter its normal sound; light the block station for that letter. 401 (Pass 2) Find each consonant in the virtual word 402a If the letter preceding a consonant is also a consonant, and if the two consonants are the same consonant: assign first consonant the silence phoneme #0; allow second consonant to default to its normal sound; light block stations for both consonants. 402b (Pass 3) If the virtual word has the letter 'h', and if the letter 'c' immediately precedes the letter 'h': assign the /ch/ phoneme #19 to both the 'c' and the 'h'; light block stations for both 'c' and 'h'. 403 (Pass 4) If the virtual word has the letter 't', if the letter immediately preceding the letter 't' is the letter 'h', and if the letter immediately preceding the letter 'h' is the letter g: assign the silence phoneme #0 to both the 'g' and 'h' block stations; allow the 't' letter to default to its normal sound; light all three block stations for 'g', 'h', and 't'. 404

Fig. 11a

(Pass 5)

If the virtual word has the letter 'g', and if letter immediately following the 'g', is 'e' or 'i': assign the letter 'g' the /j/ phoneme #6; light both block stations for 'g', and for the 'e' or 'i'.

405

(Pass 6)

If the virtual word has the letter 'c', and if the letter immediately following the letter 'c', is 'e' or 'i': assign the letter 'c' the /s/ phoneme #13; light both block stations for 'g', and for the 'e' or 'i'.

406

(Pass 7)

If 'k' is the last letter of the virtual word, and if the letter 'k' is immediately preceded by the letter 'c': assign the /k/ phoneme #7 to both the 'k' and the 'c'; light both the 'k' and the 'c' block stations.

407

(Pass 8)

If 'k' is the first letter of the virtual word, and if the letter 'k' is followed by the letter 'n': assign the letter 'k' the silence phoneme #0; light both the 'k' and the 'n' block stations.

408

(Pass 9)

If 'w' is the first letter of the virtual word, and if the letter 'r' immediately follows the letter 'w'; assign the 'w' the silence phoneme #0; light both the 'w' and the 'r' block stations.

409

(410

Fig. 11b

(Pass 10)

If the virtual word has the letter 'e', and if a second letter 'e' precedes or follows the first letter 'e'; assign both letters 'e' the /ē/ phoneme #27; light the block stations for both 'e' letters.

410

(Pass 11)

If the virtual word has the letter 'r', and if the letter 'r' is immediately preceded by a vowel, then: if the vowel is the letter 'i', assign the letter 'i' the /û/ phoneme #38; else if the vowel is the letter 'u', assign the letter 'u' the /û/ phoneme #38; else if the vowel is the letter 'e', assign the letter 'e' the /û/ phoneme #38; else if the vowel is the letter 'a', assign the letter 'a' the /ä/ phoneme #39; else if the vowel is the letter 'o', assign the letter 'o' the /ö/ phoneme #48; light the block stations for the vowel and the letter 'r'.

411

(Pass 12)

If the virtual word has the letter 'r', and if the letter 'r' is immediately preceded by the letter 'a' or the letter 'o', and if the letter 'r' is immediately followed by the letter 'e':

assign the letter 'e' the silence phoneme #0; if the letter preceding the letter 'r' is the letter 'a', then assign the letter 'a' the /â/ phoneme #37;

else if the letter preceding the letter 'r' is the letter 'o', then assign the letter 'o' the /ö/ phoneme #48;

light the block stations for the letter 'r', and 'e', and for the letters 'a' or 'o'.

412

(Pass 13)

If the virtual word ends in the letter 'y', and if the virtual word has no vowels: assign the letter 'y' the /ī/ phoneme #28; else if the virtual word ends in the letter 'y', and if the virtual word has at least one vowel: assign the letter 'y' the /ē/ phoneme #27.

413

414

Fig. IIC

(Pass 14)

If the virtual word has the letter 'y', and if the letter immediately preceding the letter 'y' is the letter 'a': assign the letter 'y' the silence phoneme #0; assign the letter 'a' the /a/ phoneme #26; light the block stations for both the 'a' and the 'y'.

414

(Pass 15)

If the last letter in the virtual word is a vowel, and
If there is only one vowel in the virtual word, then:
if the vowel is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;
else if the vowel is the letter 'i', assign the letter 'i' the /ī/ phoneme #28;
else if the vowel is the letter 'o', assign the letter 'o' the /ō/ phoneme #29.

415

(Pass 16)

If the virtual word has the letter 'h', and if the letter 'h' is immediately preceded by the letter 'g', and if the letter 'g' is immediately preceded by the letter 'i', then: assign the silence phoneme #0 to both the letters 'g' and 'h'; assign the /i/ phoneme 28 to the letter 'i'; light the block stations for the letters 'i', 'g', and 'h'.

416

(Pass 17)

If the virtual word has the letter 'o', and if the letter 'o' is immediately preceded by or immediately followed by another letter 'o', then:

assign both letter 'o's the /oo/ phoneme #43; and light the block stations for both letter 'o's.

417

(Pass 18)

If the virtual word has the letter 'w', and if the letter 'w' is immediately preceded by the letter 'e', then: assign both letter 'e' and letter 'w' the /ōo/ phoneme #43; and light the block stations for both letters.

418

(419)

Fig. 110

(Pass 19)

If the virtual word has the letter 'u', and if the letter 'u' is immediately followed by a consonant, and if the consonant is immediately followed by the letter 'e', then: assign the letter 'e' the silence phoneme #0; assign the letter 'u' the /oo/ phoneme #43; and light the block station for the letter 'u' and the block station for the letter 'e'.

41

(Pass 20)

If the virtual word has the letter 'o', and if the letter 'o' is immediately followed by the letter 'u', then: assign the letters 'o' and 'u' the /ou/ phoneme #42.; and light the block station for the letter 'o' and the block station for the letter 'u'.

(Pass 21)

If the virtual word has the letter 'g', and if the letter 'g' is immediately followed by the letter 'n', then: assign the letter 'g' the silence phoneme #0; the letter 'n' defaults to its normal sound; and light the block station for the letter 'g' and the block station for the letter 'n'.

721

(Pass 22)

If the virtual word has the letter 'y', and if the letter 'y' is immediately preceded by the letter 'o', then: assign the letter 'o' the /oi/ phoneme #41; assign the letter 'y' the /oi/ phoneme #41; and light the block station for the letter 'o' and the block station for the letter 'y'.

422

(Pass 23)

If the virtual word has the letter 'h', and if the letter 'h' is directly preceded by the letter 'w', then: assign the letter 'w' the /hw/ phoneme #24; assign the letter 'h' the /hw/ phoneme #24; and light the block station for the letter 'w' and the block station for the letter 'h'.

424

Fig. 11e

(Pass 24)

If the virtual word has two vowels, and if the word ends in the letter 'e', and

if the letter that directly precedes the letter 'e' is a consonant, then: assign the letter 'e' the silence phoneme #0;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/ phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the $/\bar{u}/$ phoneme #43; and

light the block station for the letter 'e' and the block station for the vowel that directly precedes the consonant.

424

(Pass 25)

If the virtual word has two vowels, and if the word ends in the letters 'ed', and

if the letter that directly precedes the letter 'e' is a consonant, then: assign the letter 'e' the silence phoneme #0;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/
phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the /ū/ phoneme #43; and

light the block station for the letter 'e' and the block station for the vowel that directly precedes the consonant.

425

426

Fig. IIf

(Pass 26)

If the virtual word has two vowels, and if the word ends in the letters 'es', and

if the letter that directly precedes the letter 'e' is a consonant, then: assign the letter 'e' the silence phoneme #0;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /i/
phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the /ū/ phoneme #43; and

light the block station for the letter 'e' and the block station for the vowel that directly precedes the consonant.

426

(Pass 27)

If the virtual word has two vowels, and if the word ends in the letters 'er', and

if the letter that directly precedes the letter 'e' is a consonant, then: assign the letter 'e' the /û/ phoneme #38;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /a/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /i/ phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the $/\bar{u}/$ phoneme #43; and

light the block stations for the letters 'e' and 'r' and the block station for the vowel that directly precedes the consonant.

427

428)

Fig. 11g

(Pass 28)

If the virtual word has the letter 'u', and if the letter 'u' is directly preceded by the letter 'q', then: assign the letter 'q' the /k/ phoneme #7; assign the letter 'u' the /w/ phoneme #16; and light the block station for the letter 'q' and the block station for the letter 'u'.

428

(Pass 29)

If the virtual word has the letter 'p', and if the letter 'p' is directly followed by the letter 'h', then: assign the letter 'p' the /f/ phoneme #3; assign the letter 'h' the /f/ phoneme #3; and

light the block station for the letter 'p' and the block station for the letter 'h'.

(Pass 30)

If the virtual word has the letter 'n', and if the letter 'n' is directly followed by the letter 'g', then: assign the letter 'n' the /ng/ phoneme #25; assign the letter 'g' the /ng/ phoneme #25; and light the block station for the letter 'n' and the block station for the letter 'g'. 430

(Pass 31)

If the virtual word has the letter 's', and if the letter 's' is directly followed by the letter 'h', then: assign the letter 's' the /sh/ phoneme #20; assign the letter 'h' the /sh/ phoneme #20; and light the block station for the letter 's' and the block station for the letter 'h'. 431

(Pass 32)

If the virtual word has the letter 't', and if the letter 't' is directly followed by the letter 'h', then: assign the letter 't' the /th/ phoneme #22; assign the letter 'h' the /th/ phoneme #22; and light the block station for the letter 't' and the block station for the letter 'h'.

(Pass 33)

If the virtual word has the letter 'a', and if the letter 'a' is directly followed by the letter 'w', then: assign the letter 'a' the /ô/ phoneme #40; assign the letter 'w' the /ô/ phoneme #40; and light the block station for the letter 'a' and the block station for the letter 'w'.

433

(Pass 34)

If the virtual word has the letter 'a', and if the letter 'a' is directly followed by the letter 'i', then: assign the letter 'a' the /a/ phoneme #26; assign the letter 'i' the /a/ phoneme #26; and light the block station for the letter 'a' and the block station for the letter 'i'. 434

(Pass 35)

If the virtual word has the letter 'o', and if the letter 'o' is directly followed by the letter 'a', then: assign the letter 'o' the /o/ phoneme #29; assign the letter 'a' the /o/ phoneme #29; and light the block station for the letter 'o' and the block station for the letter 'a'. 435

(Pass 36)

If the virtual word has the letter 'e', and if the letter 'e' is directly followed by the letter 'a', then: assign the letter 'e' the /e/ phoneme #27; assign the letter 'a' the /e/ phoneme #27; and light the block station for the letter 'e' and the block station for the letter 'a'.

Fig. 112

(Pass 37)

If the virtual word has the letter 'd', and if the letter 'd' is directly preceded by the letter 'l', and if the letter 'l' is directly preceded by the letter 'u', and if the letter 'u' is directly preceded by the letter 'o', then: assign the letter 'o' the /ŏŏ/ phoneme #44; assign the letter 'u' the /ŏŏ/ phoneme #44; assign the letter 'l' the silence phoneme #0; assign the letter 'd' the /d/ phoneme #2; and light the block stations for the letters 'o', 'u', 'l', and 'd'.

437

(Pass 38)

If the virtual word has the letter 'n', and if the letter 'o' is directly preceded by the letter 'o', and if the letter 'o' is directly preceded by the letter 'i', and if the letter 'i' is directly preceded by the letter 't', then: assign the letter 't' the /sh/ phoneme #20; assign the letter 'i' the /sh/ phoneme #20; assign the letter 'o' the /e/ phoneme #36; assign the letter 'n' the /n/ phoneme #10; and light the block stations for the letters 't', 'i', 'o', and 'n'.

2000 2

(Pass 39)

If the virtual word has the letter 'n', and if the letter 'o' is directly preceded by the letter 'o', and if the letter 'o' is directly preceded by the letter 'i', and if the letter 'i' is directly preceded by the letter 's', then: assign the letter 's' the /sh/ phoneme #20; assign the letter 'i' the /sh/ phoneme #20; assign the letter 'o' the /e/ phoneme #36; assign the letter 'n' the /n/ phoneme #10; and light the block stations for the letters 's', 'i', 'o', and 'n'.

440)

Fig. 11j

(Pass 40)

If the virtual word has the letter 'c', and if the letter 'c' is directly preceded by or directly followed by another letter 'c', and if the two letter 'c's are directly followed by the letter 'e', or the letter 'i', then:
assign the first letter 'c' the /k/ phoneme #7;

assign the second letter 'c' the /s/ phoneme #13; and light the block stations for the first letter 'c', the second letter 'c', and the letter 'e' or 'i'

440

(Pass 41)

If the virtual word has the letter 'o', and if the letter 'o' is directly followed by the letter 'i', then: assign the letter 'o' the /oi/ phoneme #41; assign the letter 'i' the /oi/ phoneme #41; and light the block station for the letter 'e' and the block station for the letter 'i'.

1

(Pass 42)

If the last letter of the virtual word is the letter 's', then: assign the letter 's' the /z/ phoneme #18.

442

(Pass 43)

If the virtual word has the letter 'h', and if the letter 'h' is directly preceded by the letter 'c', and if the letter 'c' is directly preceded by the letter 't', then: assign the letter 't' the silence phoneme #0; and light the block stations for the letters 't', 'c', and 'h'.

443

(Pass 44)

If the virtual word has the letter 'r' or the letter 'k', and if the letter 'h' immediately follows the letter 'r', or the letter 'k', then: assign the letter 'h' the silence phoneme #0; and light the block stations for the letter 'h', and the letter 'k' or 'r'.

444

. 445

Fig. 11K

(Pass 45)

If the virtual word has the letter 'm', and if the letter 'm' is directly followed by the letter 'b', then: assign the letter 'b' the silence phoneme #0; and light the block stations for the letters 'm', and 'b'.

445

(Pass 46)

If the virtual word has the letter 'k' or the letter 'm', and if the letter 'l' immediately precedes the letter 'k', or the letter 'm', then: assign the letter 'l' the silence phoneme #0; and light the block stations for the letter 'l', and the letter 'm' or 'k'.

446

(Pass 47)

If the virtual word has the letter 'b', and if the letter 'b' is directly followed by the letter 't', then: assign the letter 'b' the silence phoneme #0; and light the block stations for the letter 'b', and the letter 't'.

447

(Pass 48)

If the virtual word has the letter 'm', and if the letter 'm' is directly followed by the letter 'n', then: assign the letter 'n' the silence phoneme #0; and light the block stations for the letter 'm', and the letter 'n'.

448

(Pass 49)

If the last letter in the virtual word is 'h', and if the letter 'h' is directly preceded by a vowel, then; assign the letter 'h' the silence phoneme #0; and light the block stations for the letter 'h', and the vowel that precedes the letter 'h'.

449

450

Fig. II

(Pass 50)

If the first letter in the virtual word is 'w', and if the letter directly following the letter 'w' is the letter 'h', and if the letter directly following the letter 'h' is the letter 'o', then: assign the letter 'w' the silence phoneme #0; and light the block stations for the letters 'w', 'h', and 'o'.

450

(Pass 100)

If the virtual word has the letter 'd', and if the letter 'd' is directly followed by the letter 'g; or the letter 'j', then: assign the letter 'd' the silence phoneme #0; and light the block stations for the letter 'd', and the letter 'g' or 'j'.

451

(Pass 101)

If the last letter in the virtual word is 'm', and if the letter 'm' is directly preceded by the letter 's', then; assign the letter 's' the /z/ phoneme #18; and light the block stations for the letter 's' and the letter 'm'.

452

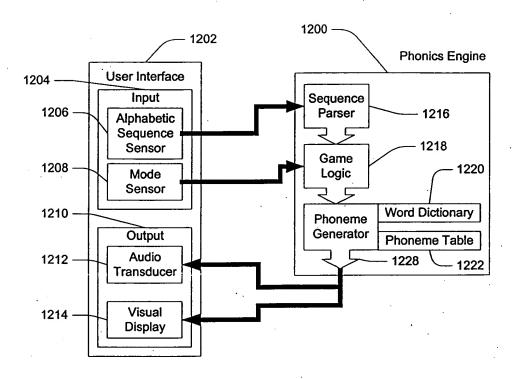
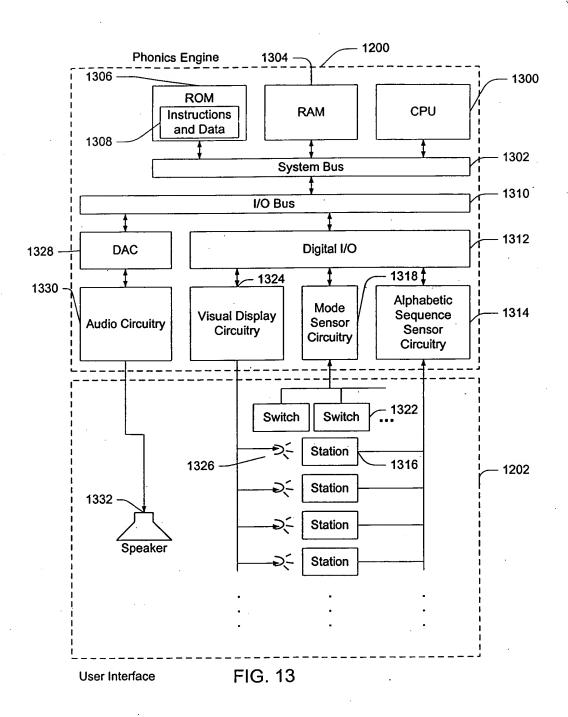


FIG. 12



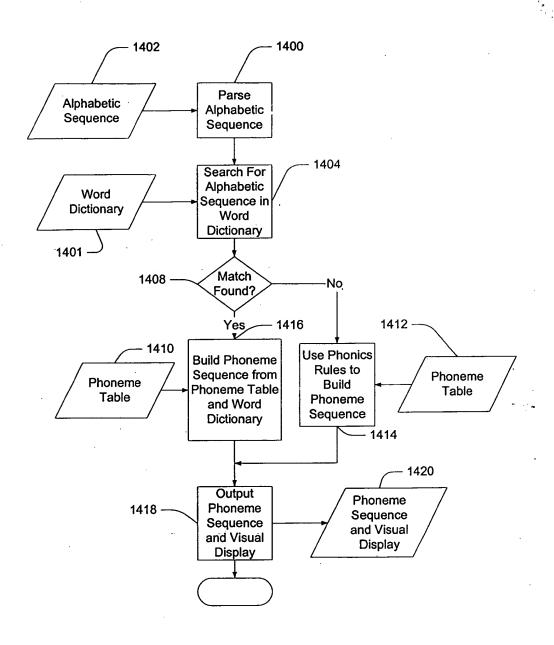


FIG. 14

